

AMENDMENTSIn the Claims

Claim 15 was previously canceled.

Please amend claims 1, 3-7, 9, 14, 16, 26, 31, 36-38, 49, 61-62, 64, and 69 as shown herein.

Claims 1-14 and 16-69 are pending and listed following:

1. (currently amended) A method, comprising:
receiving audio content from one or more sources;
providing an audio content component for each source of audio content,
each audio content component generating event instructions from the received audio content;
processing the event instructions to produce audio instructions;
providing ~~one or more~~ audio rendition managers, ~~each audio rendition manager corresponding that each correspond~~ to an audio rendition; and
routing the audio instructions to the ~~one or more~~ audio rendition managers,
~~wherein the audio rendition managers that~~ process the audio instructions to render the corresponding audio renditions.

2. (original) A method as recited in claim 1, wherein each audio content component is a component object having an interface that is callable by a software component, the software component directing said generating the event instructions.

1 3. (currently amended) A method as recited in claim 1, wherein
2 each audio rendition manager is a component object having an interface that is
3 callable by a software component, the software component performing said
4 routing the audio instructions to the ~~one or more~~ audio rendition managers.

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6 4. (currently amended) A method as recited in claim 1, further
7 comprising providing a software component, wherein each audio content
8 component is a component object having an interface that is callable by the
9 software component, the software component directing said generating the event
10 instructions, and wherein each audio rendition manager is a component object
11 having an interface that is callable by the software component, the software
12 component performing said routing the audio instructions to the ~~one or more~~ audio
13 rendition managers.

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15 5. (currently amended) A method as recited in claim 1, further
16 comprising providing a performance manager that performs said providing an
17 audio content component for each source of audio content, and performs said
18 providing the ~~one or more~~ audio rendition managers that each correspond to an
19 audio rendition.
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1 6. (currently amended) A method as recited in claim 1, the
2 method further comprising providing a performance manager as a component
3 object that performs said providing an audio content component for each source of
4 audio content, and performs said providing the ~~one or more~~ audio rendition
5 managers.

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7 7. (currently amended) A method as recited in claim 1, further
8 comprising providing a performance manager as a component object, wherein
9 each audio content component is a component object having an interface that is
10 callable by the performance manager, the performance manager directing said
11 generating the event instructions, and wherein each audio rendition manager is a
12 component object having an interface that is callable by the performance manager,
13 the performance manager performing said routing the audio instructions to the ~~one~~
14 ~~or more~~ audio rendition managers.

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16 8. (original) A method as recited in claim 1, further comprising
17 providing a performance manager that performs said receiving the audio content,
18 providing an audio content component for each source of audio content,
19 processing the event instructions, and routing the audio instructions.
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1 **9. (currently amended)** A method as recited in claim 1, further
2 comprising providing a performance manager that performs said receiving the
3 audio content, providing an audio content component for each source of audio
4 content, processing the event instructions, providing the ~~one or more~~ audio
5 rendition managers, and routing the audio instructions.

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7 **10. (original)** A method as recited in claim 1, wherein the audio
8 content includes digital audio samples.

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10 **11. (original)** A method as recited in claim 1, wherein the audio
11 content includes MIDI data.

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13 **12. (original)** A method as recited in claim 1, wherein each audio
14 content component has one or more event instruction components that perform
15 said generating the event instructions.

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17 **13. (original)** A method as recited in claim 1, wherein each audio
18 content component has one or more event instruction components that perform
19 said generating the event instructions, each event instruction component
20 corresponding to part of the received audio content.

1 **14. (currently amended)** A method as recited in claim 1, further
2 comprising each audio content component generating event instructions and
3 routing the event instructions to the ~~one or more~~ audio rendition managers before
4 said processing the event instructions.

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6 **15. (canceled)**

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8 **16. (currently amended)** A method as recited in claim 1, wherein
9 the ~~one or more~~ audio rendition managers receive audio instructions originating as
10 event instructions from one or more of the audio content components.

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12 **17. (original)** A method as recited in claim 1, wherein one audio
13 rendition manager receives audio instructions originating as event instructions
14 from one or more of the audio content components.

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16 **18. (original)** A method as recited in claim 1, wherein said providing
17 an audio rendition manager comprises providing a synthesizer component, the
18 method further comprising processing the audio instructions with the synthesizer
19 component to render the corresponding audio rendition.
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1 19. (original) A method as recited in claim 1, wherein said providing
2 an audio rendition manager comprises providing a synthesizer component and
3 audio wave data consumers, the method further comprising processing the audio
4 instructions with the synthesizer component to generate audio wave data, and
5 routing the audio wave data to the audio wave data consumers.

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7 20. (original) A method as recited in claim 1, wherein said providing
8 an audio rendition manager comprises:

9 providing a synthesizer component;

10 providing audio wave data consumers;

11 defining logical buses that each correspond to one of the audio wave data
12 consumers;

13 the method further comprising:

14 processing the audio instructions with the synthesizer component to
15 generate multiple streams of audio wave data;

16 assigning each of the multiple streams of audio wave data to one or
17 more of the logical buses; and

18 routing audio wave data streams assigned to a particular logical bus
19 to the audio wave data consumer corresponding to said particular logical
20 bus.

1 **21. (original)** A method as recited in claim 1, wherein said providing
2 an audio rendition manager comprises:

3 providing a synthesizer component having multiple channel groups, each
4 channel group having a plurality of synthesizer channels to receive the audio
5 instructions;

6 providing a mapping component having mapping channels corresponding
7 to the plurality of synthesizer channels;

8 providing audio wave data consumers;

9 defining logical buses that each correspond to one of the audio wave data
10 consumers;

11 the method further comprising:

12 assigning the mapping channels to receive the audio instructions;

13 routing the audio instructions to a particular synthesizer channel in
14 accordance with the mapping channel assignments;

15 processing the audio instructions with the synthesizer component to
16 generate multiple streams of audio wave data;

17 assigning each of the multiple streams of audio wave data to one or
18 more of the logical buses; and

19 routing audio wave data streams assigned to a particular logical bus
20 to the audio wave data consumer corresponding to said particular logical
21 bus.
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1 **22. (original)** One or more computer-readable media comprising
2 computer-executable instructions that, when executed, direct a computing system
3 to perform the method of claim 1.

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5 **23. (original)** One or more computer-readable media comprising
6 computer-executable instructions that, when executed, direct a computing system
7 to perform the method of claim 7.

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9 **24. (original)** One or more computer-readable media comprising
10 computer-executable instructions that, when executed, direct a computing system
11 to perform the method of claim 20.

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13 **25. (original)** One or more computer-readable media comprising
14 computer-executable instructions that, when executed, direct a computing system
15 to perform the method of claim 21.
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1 **26. (currently amended)** A method, comprising:
2 providing a performance manager that performs acts comprising:
3 receiving audio content from one or more sources;
4 providing an audio content component for each source of audio
5 content, each audio content component generating event instructions from
6 the received audio content;
7 processing the event instructions to produce audio instructions;
8 providing ~~one or more~~ audio rendition managers, ~~each audio rendition~~
9 ~~manager corresponding that each correspond~~ to an audio rendition, and each audio
10 rendition manager performing acts comprising:
11 providing a synthesizer component that receives the audio
12 instructions and generates audio wave data;
13 providing one or more audio wave data consumers that process the
14 audio wave data; and
15 routing the audio wave data to render the corresponding audio
16 renditions.

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18 **27. (original)** A method as recited in claim 26, wherein the
19 performance manager is a component object having an interface that is callable by
20 a software component.
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1 **28. (original)** A method as recited in claim 26, wherein the
2 performance manager is a component object, and wherein each audio content
3 component is a component object having an interface that is callable by the
4 performance manager, the performance manager directing said generating the
5 event instructions.

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7 **29. (original)** A method as recited in claim 26, wherein each audio
8 rendition manager is a component object having an interface that is callable by a
9 software component.

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11 **30. (original)** A method as recited in claim 26, wherein the
12 performance manager is a component object, and wherein each audio rendition
13 manager is a programming object having an interface that is callable by the
14 performance manager.

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16 **31. (currently amended)** A method as recited in claim 26, wherein
17 the performance manager is a component object that performs said providing the
18 ~~one or more~~ audio rendition managers, and wherein each audio rendition manager
19 is a component object having an interface that is callable by the performance
20 manager.

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22 **32. (original)** A method as recited in claim 26, wherein the audio
23 content includes digital audio samples.
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1 **33. (original)** A method as recited in claim 26, wherein the audio
2 content includes MIDI data.

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4 **34. (original)** A method as recited in claim 26, wherein each audio
5 content component has one or more event instruction components that perform
6 said generating the event instructions.

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8 **35. (original)** A method as recited in claim 26, wherein each audio
9 content component is a component object having an interface that is callable by
10 the performance manager, and wherein each audio content component has one or
11 more event instruction components that are component objects having an interface
12 that is callable by the audio content component, the one or more event instruction
13 components performing said generating the event instructions.

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15 **36. (currently amended)** A method as recited in claim 26, further
16 comprising each audio content component generating event instructions, and
17 routing the event instructions to the ~~one or more~~ audio rendition managers before
18 said processing the event instructions.

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20 **37. (currently amended)** A method as recited in claim 26, further
21 comprising a particular audio content component generating event instructions,
22 said processing the event instructions to produce audio instructions, and routing
23 the audio instructions resulting from the particular audio content component to the
24 ~~one or more~~ audio rendition managers.

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2 **38. (currently amended)** A method as recited in claim 26, wherein
3 the ~~one or more~~ audio rendition managers receive audio instructions originating as
4 event instructions from one or more of the audio content components.

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6 **39. (original)** A method as recited in claim 26, wherein one audio
7 rendition manager receives audio instructions originating as event instructions
8 from one or more of the audio content components.

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10 **40. (original)** A method as recited in claim 26, wherein the
11 synthesizer component is a component object having an interface that is callable
12 by a software component.

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14 **41. (original)** A method as recited in claim 26, wherein each audio
15 rendition manager is a component object, and wherein the synthesizer component
16 is a component object having an interface that is callable by the audio rendition
17 manager providing the synthesizer component.

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19 **42. (original)** A method as recited in claim 26, wherein the one or
20 more audio wave data consumers are audio buffers provided as component
21 objects, each audio buffer having an interface that is callable by a software
22 component.
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1 **43. (original)** A method as recited in claim 26, wherein each audio
2 rendition manager is a component object, and wherein the one or more audio wave
3 data consumers are audio buffers provided as component objects, each audio
4 buffer having an interface that is callable by the audio rendition manager
5 providing the audio buffer.

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7 **44. (original)** A method as recited in claim 26, wherein each audio
8 rendition manager performs acts further comprising:

9 defining logical buses that each correspond to one of the audio wave data
10 consumers;

11 assigning the audio wave data to one or more of the logical buses; and

12 routing the audio wave data assigned to a particular logical bus to the audio
13 wave data consumer corresponding to said particular logical bus.

1 **45. (original)** A method as recited in claim 26, wherein said
2 providing a synthesizer component comprises providing the synthesizer
3 component with multiple channel groups, each channel group having a plurality of
4 synthesizer channels that receive the audio instructions, and wherein each audio
5 rendition manager performs acts further comprising:

6 providing a mapping component having mapping channels corresponding
7 to the plurality of synthesizer channels;

8 assigning the mapping channels to receive the audio instructions;

9 routing the audio instructions to the synthesizer channels in accordance
10 with the mapping channel assignments;

11 defining logical buses that each correspond to one of the audio wave data
12 consumers;

13 assigning the audio wave data to one or more of the logical buses; and

14 routing the audio wave data assigned to a particular logical bus to the audio
15 wave data consumer corresponding to said particular logical bus.

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17 **46. (original)** One or more computer-readable media comprising
18 computer-executable instructions that, when executed, direct a computing system
19 to perform the method of claim 26.

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21 **47. (original)** One or more computer-readable media comprising
22 computer-executable instructions that, when executed, direct a computing system
23 to perform the method of claim 31.
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1 **48. (original)** One or more computer-readable media comprising
2 computer-executable instructions that, when executed, direct a computing system
3 to perform the method of claim 45.

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5 **49. (currently amended)** An audio generation system, comprising:
6 a performance manager having an audio content component that generates
7 event instructions from audio content received from one or more sources, the
8 performance manager configured to process the event instructions to produce
9 audio instructions; and

10 ~~an audio rendition managers that each correspond~~ ~~manager that corresponds~~
11 to an audio rendition, ~~the~~ an audio rendition manager configured to receive the
12 audio instructions and process the audio instructions to render the corresponding
13 audio rendition.

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15 **50. (original)** An audio generation system as recited in claim 49,
16 further comprising a second audio rendition manager that corresponds to a second
17 audio rendition, the second audio rendition manager configured to receive the
18 audio instructions and process the audio instructions to render the corresponding
19 second audio rendition.
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1 **51. (original)** An audio generation system as recited in claim 49,
2 further comprising a second audio rendition manager that corresponds to a second
3 audio rendition, the second audio rendition manager configured to receive the
4 audio instructions and process the audio instructions to render the corresponding
5 second audio rendition, wherein the audio rendition and the second audio rendition
6 are rendered together.

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8 **52. (original)** An audio generation system as recited in claim 49,
9 wherein the performance manager is a component object having an interface that
10 is callable by a software component.

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12 **53. (original)** An audio generation system as recited in claim 49,
13 wherein the audio rendition manager is a component object having an interface
14 that is callable by a software component.

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16 **54. (original)** An audio generation system as recited in claim 49,
17 wherein the performance manager is a component object, and wherein the audio
18 content component is a component object having an interface that is callable by
19 the performance manager.
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1 **55. (original)** An audio generation system as recited in claim 49,
2 wherein the performance manager is a component object, and wherein the audio
3 rendition manager is a component object provided by the performance manager,
4 the audio rendition manager having an interface that is callable by the performance
5 manager.

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7 **56. (original)** An audio generation system as recited in claim 49,
8 wherein the audio rendition manager comprises a synthesizer component
9 configured to process the audio instructions to generate audio wave data.

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11 **57. (original)** An audio generation system as recited in claim 49,
12 wherein the audio rendition manager comprises a synthesizer component
13 configured to process the audio instructions to generate audio wave data, and one
14 or more audio wave data consumers configured to process the audio wave data.
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1 **58. (original)** An audio generation system as recited in claim 49,
2 wherein the audio rendition manager comprises:

3 a synthesizer component configured to processes the audio instructions to
4 generate audio wave data;

5 one or more audio wave data consumers configured to process the audio
6 wave data; and

7 a software component that defines logical buses corresponding respectively
8 to the one or more audio wave data consumers, the software component
9 configured to receive the audio wave data at the defined logical buses, and route
10 audio wave data that is received at a particular logical bus to an audio wave data
11 consumer corresponding to the particular logical bus.

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1 **59. (original)** An audio generation system as recited in claim 49,
2 wherein the audio rendition manager comprises:

3 a synthesizer component having multiple channel groups, each channel
4 group having a plurality of synthesizer channels configured to process the audio
5 instructions to generate audio wave data;

6 a mapping component having mapping channels corresponding to the
7 plurality of synthesizer channels, the mapping component configured to designate
8 the synthesizer channels that receive the audio instructions via the respective
9 mapping channels;

10 one or more audio wave data consumers configured to process the audio
11 wave data; and

12 a software component that defines logical buses corresponding respectively
13 to the one or more audio wave data consumers, the software component
14 configured to receive the audio wave data at the defined logical buses, and route
15 audio wave data that is received at a particular logical bus to the audio wave data
16 consumer corresponding to the particular logical bus.

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1 **60. (original)** An audio generation system as recited in claim 49,
2 wherein the audio rendition manager is a component object configured to provided
3 processing components to process the audio instructions, the audio rendition
4 manager having processing components comprising:

5 a synthesizer component object having multiple channel groups, each
6 channel group having a plurality of synthesizer channels configured to process the
7 audio instructions to generate audio wave data;

8 a mapping component object having mapping channels corresponding to
9 the plurality of synthesizer channels, the mapping component object configured to
10 designate the synthesizer channels that receive the audio instructions via the
11 respective mapping channels;

12 one or more audio buffer component objects configured to process the
13 audio wave data; and

14 a multi-bus component object that defines logical buses corresponding
15 respectively to the one or more audio buffer component objects, the multi-bus
16 component object configured to receive the audio wave data at the defined logical
17 buses, and route audio wave data that is received at a particular logical bus to the
18 audio buffer component object corresponding to the particular logical bus.

1 **61. (currently amended)** An audio rendition manager, comprising:
2 a synthesizer component having ~~one or more~~ channel groups, ~~each channel~~
3 ~~group having~~ that each have a plurality of synthesizer channels configured to
4 receive audio instructions and produce one or more streams of audio wave data
5 from the received audio instructions; and

6 a plurality of audio buffers that receive one or more of the streams of audio
7 wave data.

8
9 **62. (currently amended)** An audio rendition manager as recited in
10 claim 61, further comprising a second synthesizer component having ~~one or more~~
11 ~~channel groups, each channel group having~~ that each have a plurality of
12 synthesizer channels configured to receive the audio instructions and produce the
13 one or more streams of audio wave data from the received audio instructions.

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15 **63. (original)** An audio rendition manager as recited in claim 61,
16 further comprising a mapping component configured to receive the audio
17 instructions from one or more sources and route the audio instructions to the
18 synthesizer channels in accordance with audio instruction channel designations.
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1 **64. (currently amended)** An audio rendition manager as recited in
2 claim 61, further comprising:

3 a second synthesizer component having ~~one or more~~ channel groups, ~~each~~
4 ~~channel group having~~ that each have a plurality of synthesizer channels configured
5 to receive the audio instructions and produce the one or more streams of audio
6 wave data from the received audio instructions; and

7 a mapping component configured to receive the audio instructions from one
8 or more sources and route the audio instructions to the synthesizer channels in the
9 synthesizer component and in the second synthesizer component.

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11 **65. (original)** An audio rendition manager as recited in claim 61,
12 further comprising a mapping component having mapping channels corresponding
13 to the plurality of synthesizer channels, the mapping component configured to
14 receive the audio instructions from one or more sources, designate the synthesizer
15 channels that receive the audio instructions via the respective mapping channels,
16 and route the audio instructions to the synthesizer channels.

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18 **66. (original)** An audio rendition manager as recited in claim 61,
19 further comprising a multi-bus component that defines logical buses
20 corresponding respectively to the plurality of audio buffers, the multi-bus
21 component configured to receive the one or more streams of audio wave data at
22 the defined logical buses and route one or more of the streams of audio wave data
23 received at a particular logical bus to the audio buffer corresponding to the
24 particular logical bus.

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2 **67. (original)** An audio rendition manager as recited in claim 61,
3 further comprising:

4 a mapping component having mapping channels corresponding to the
5 plurality of synthesizer channels, the mapping component configured to receive
6 the audio instructions from one or more sources, designate the synthesizer
7 channels that receive the audio instructions via the respective mapping channels,
8 and route the audio instructions to the synthesizer channels; and

9 a multi-bus component that defines logical buses corresponding
10 respectively to the plurality of audio buffers, the multi-bus component configured
11 to receive the one or more streams of audio wave data at the defined logical buses
12 and route one or more of the streams of audio wave data received at a particular
13 logical bus to the audio buffer corresponding to the particular logical bus.

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15 **68. (original)** An audio rendition manager as recited in claim 61,
16 further comprising a performance manager that receives audio content from one or
17 more sources, the performance manager configured to instantiate an audio content
18 component for each source of audio content, each audio content component
19 generating event instructions from the received audio content, and wherein the
20 performance manager is configured process the event instructions to produce the
21 audio instructions.

1 **69. (currently amended)** An audio rendition manager as recited in
2 claim 61, further comprising:

3 a performance manager that receives audio content from one or more
4 sources, the performance manager configured to instantiate an audio content
5 component for each source of audio content, each audio content component
6 generating event instructions from the received audio content, and wherein the
7 performance manager is configured to process the event instructions to produce
8 the audio instructions; and

9 a mapping component having mapping channels corresponding to the
10 plurality of synthesizer channels, the mapping component configured to receive
11 the audio instructions from the performance manager, designate the synthesizer
12 channels that receive the audio instructions via the respective mapping channels,
13 and route the audio instructions to the synthesizer channels.
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